SIMMONS™

SD7K
DIGITAL DRUM KIT
USER MANUAL

WWW.SIMMONSDRUMS.NET

FCC Statements

1. Caution: Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

2. Note: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

    - Reorient or relocate the receiving antenna.
    - Increase the separation between the equipment and receiver.
    - Connect the equipment into an outlet on a different circuit.
    - Consult an experienced radio/TV technician for help.

CONGRATULATIONS!

... on your purchase of the Simmons SD7K Electronic Drum Kit. To get the most enjoyment from it, we recommend that you skim through this manual at least once, then refer back to it often to learn more about specific functions.

Taking Care of Your Digital Drum Set

Location

- To avoid deformation, discoloration, or more serious damage, do not expose the unit to direct sunlight, high temperature sources, or excessive humidity.

Power Supply

- Turn the power switch OFF when the SD7K is not in use.
- The AC adapter should be unplugged from the AC outlet if the SD7K is not to be used for an extended period of time.
- Avoid plugging the AC adapter into an AC outlet that is also powering high-consumption appliances such as electric heaters or televisions. Also avoid using multi plug adapters since these can reduce sound quality, cause operation errors and result in possible damage.
- To avoid damage, turn OFF the SD7K's power switch and all related devices prior to connecting or disconnecting cables.

Handling and Transport

- Never apply excessive force to controls, connectors, and other parts.
- Unplug cables by gripping the plug firmly. Do not pull on the cable.
- Disconnect all cables before moving the module.
- Physical shocks caused by dropping, bumping, or placing heavy objects on the module can result in scratches and more serious damage.

Cleaning

- Clean the module with a dry, soft cloth.
- A slightly damp cloth may be used to remove stubborn grime and dirt.
- Never use cleaners such as alcohol or thinner.
- To avoid discoloration, do not place vinyl objects on top of module.

Electrical Interference

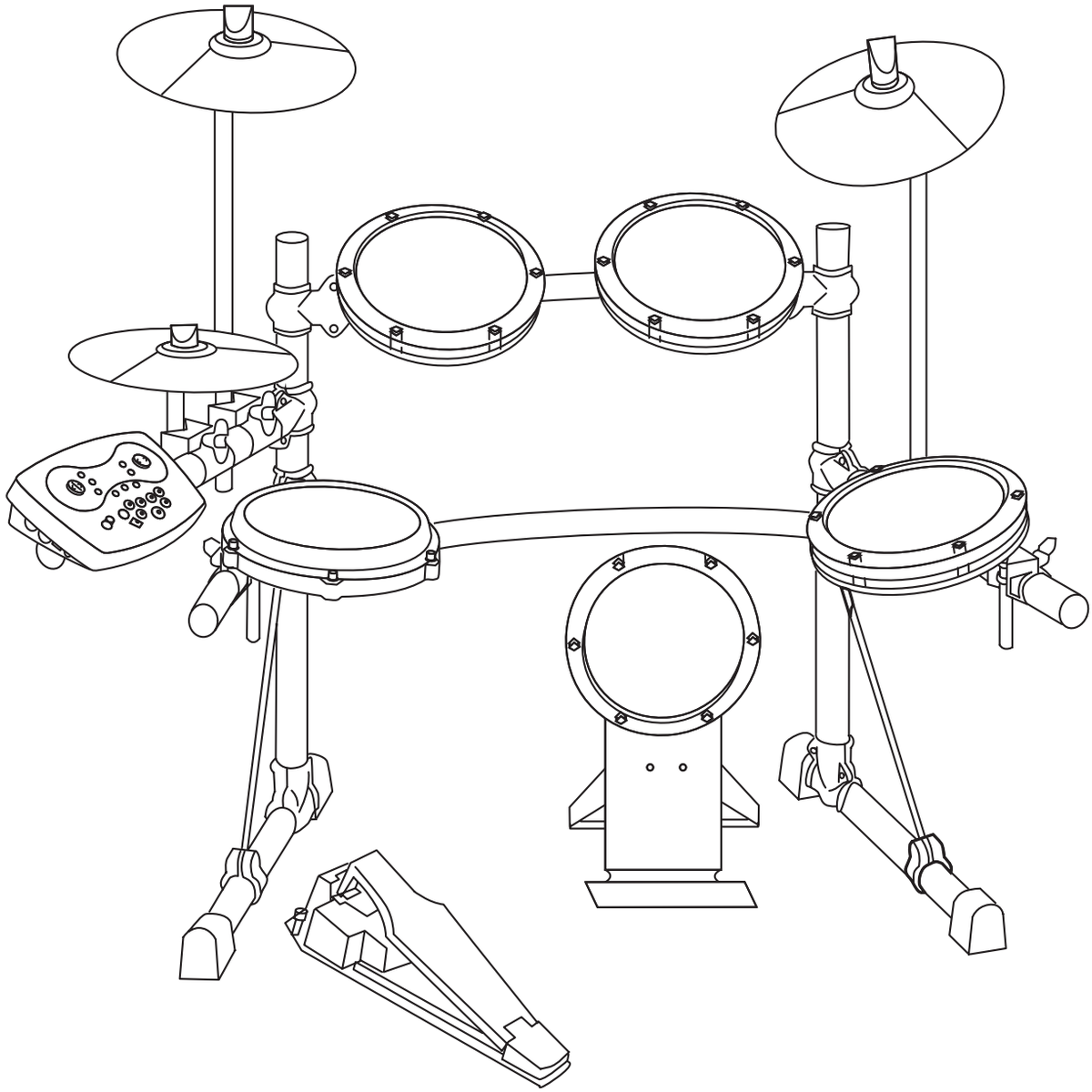
- The module contains digital circuitry and may cause interference if placed too close to radio or television receivers. If this occurs, move the SD7K further away from the affected equipment.

Service and Modification

- There are no user serviceable parts in the drum module.
- Do not attempt to open the drum module or make any change in the circuits or parts of the unit. This would void the warranty.

SD7K SETUP

Setup your SD7K kit following the included assembly instruction sheet.



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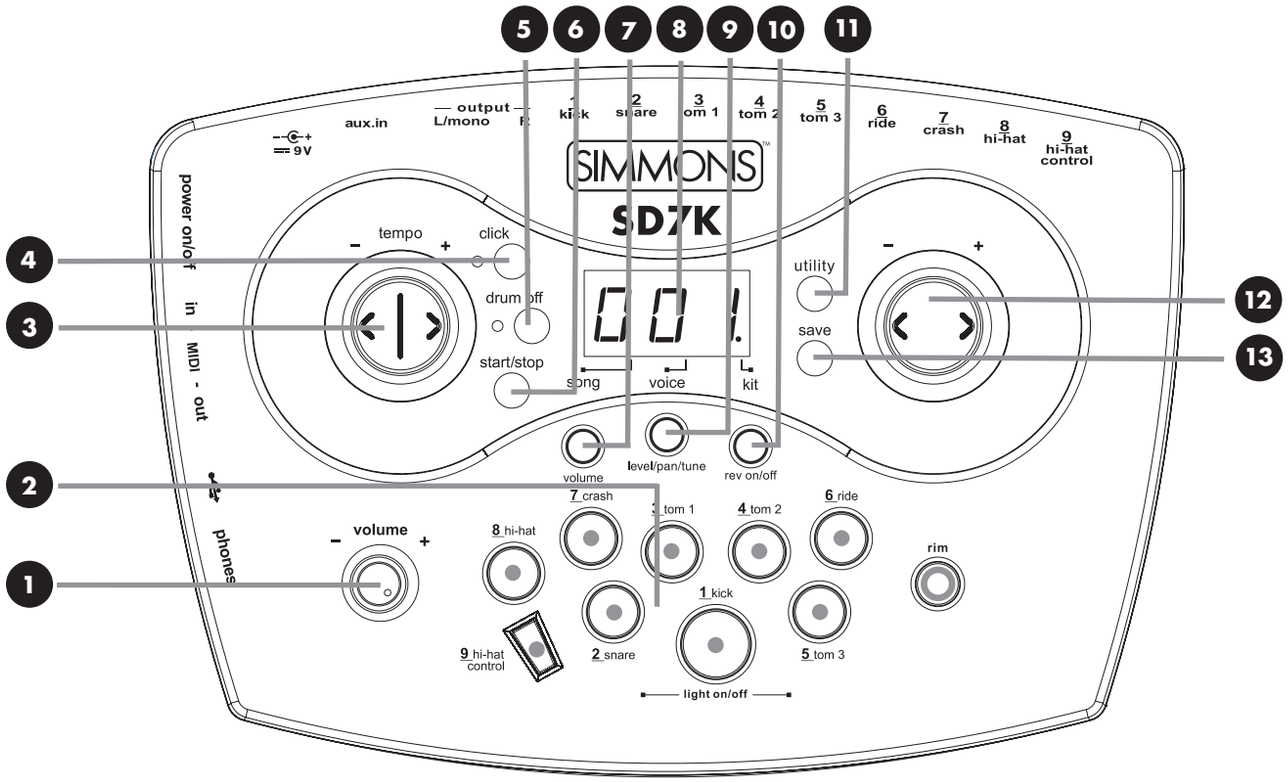
PANELS

TOP PANEL



1 Master volume knob
Controls the volume of phone and line outputs.

2 Pad select buttons and indicators
In Kit mode, the buttons can play the pad voices.
In Voice Mode, they select the pad to be edited and the indicators show the current selected pad.
In Song Mode, the indicators will display which pads are being played by the drum track.

3 [TEMPO+] button, [TEMPO-] button
Changes current tempo.

4 [CLICK] button and indicator
Turns the metronome on or off and selects the metronome sound (click or voice).

5 [DRUM OFF] button and indicator
Mutes the drum part of the Song.

6 [START/STOP] button
Starts and stops the selected song.

7 [SONG] button
Enters or switches Song menu pages.

8 3-digit LED
This LED is the main display device of the SD7K, which will show the parameters of the current menu.

9 [VOICE] button
Enters or switches Voice menu pages.

10 [KIT] button
Enters or switches Kit menu pages.

11 [UTILITY] button
Enters or switches Utility menu pages.

12 [+] button, [-] button
Changes values (kit number, voice number, song number, etc.) when editing.

13 [SAVE] button
This button is used to save the current kit settings in a user kit and saves the trigger settings under the Utility menu pages.

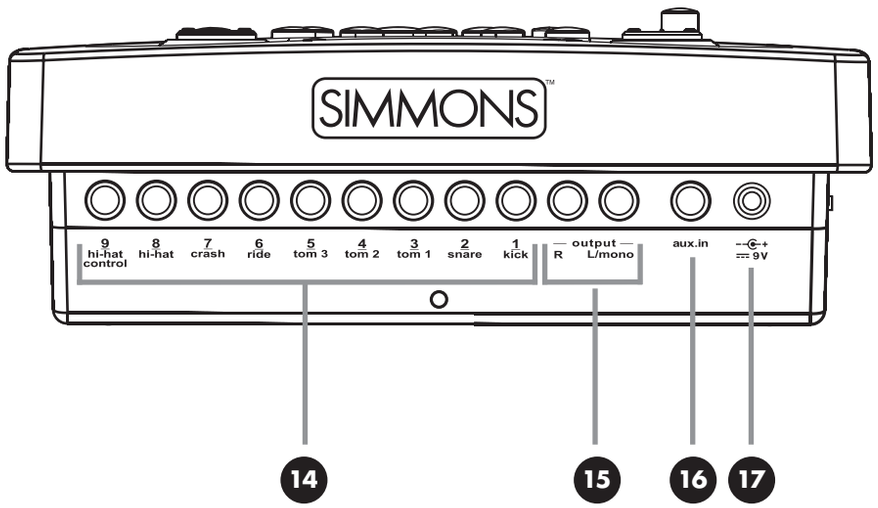
REAR PANEL

14 Pad input jacks
Input connections for kick, snare, tom, cymbal pads and hi-hat control pedal.

15 Line output jacks
Stereo output connection to an audio system or drum amplifier such as the Simmons DA50 or DA200S.

16 AUX input jack
This stereo input jack is for an external sound source such as an MP3 or CD player.

17 DC input
Connection for the DC 9V power adapter



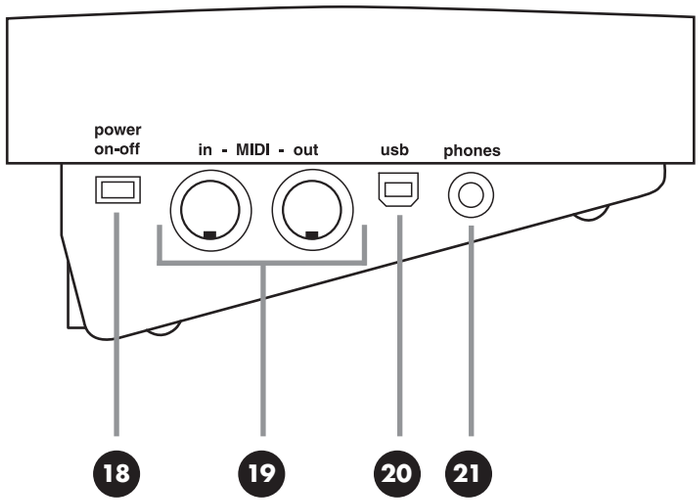
SIDE PANEL

18 Power switch
This switch turns power on and off.

19 MIDI IN and OUT
These ports allow communication with other products equipped with a MIDI interface. Please see the MIDI section of this manual for details.

20 USB port
This port is used to connect to a computer. (MIDI In/Out via USB)

21 Phone jack
This stereo jack is used to connect headphones.

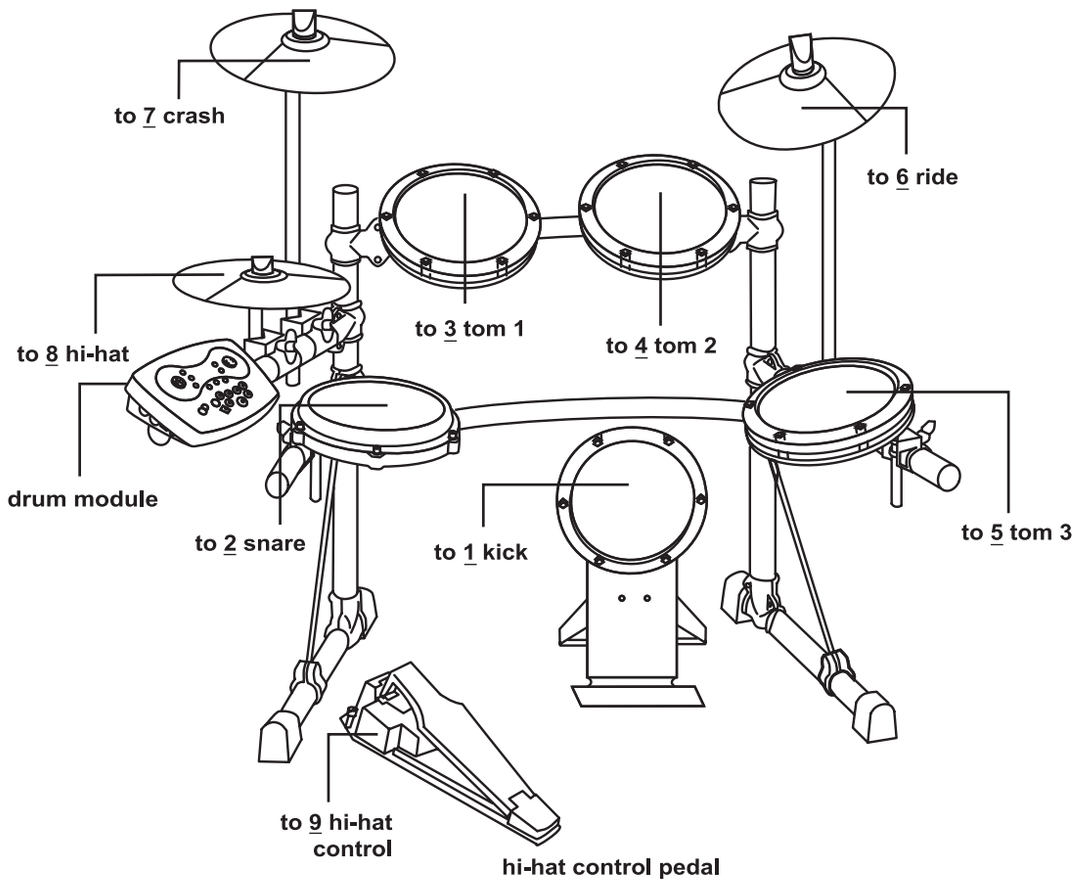


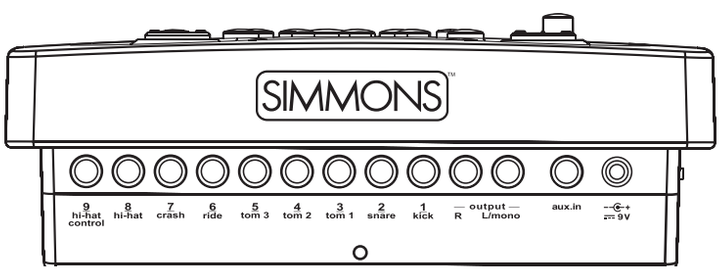
CONNECTIONS

PADS AND PEDALS

CAUTION!
To avoid damage, turn OFF the SD7K's power switch and all related devices prior to connecting or disconnecting cables.

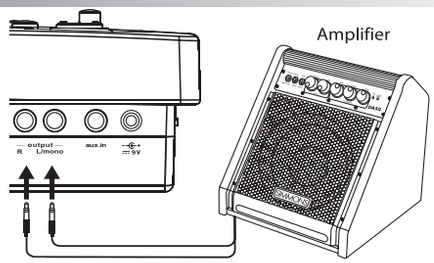
Pads and Pedal:
Using the provided cables, connect each pad to its corresponding trigger input jack, following the marking on the cables.
Secure all the cables to the stand using the provided velcro strips.





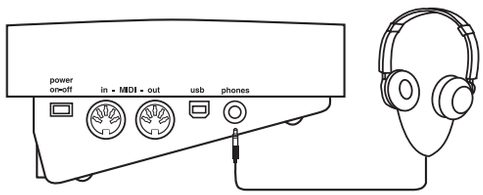
AUDIO EQUIPMENT

When using an amplifier such as the Simmons DA50 or DA200S, connect the Output **L/MONO** and **R** jacks on the rear panel to the input of the amplifier. (For mono playback, use the **L/MONO** jack; for stereo playback, connect both **L/MONO** and **R** jacks.)



HEADPHONES

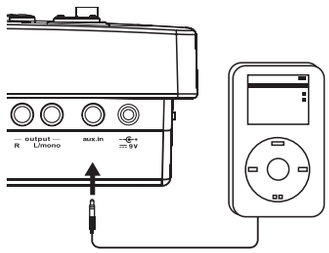
An optional set of stereo headphones can be connected to the **PHONES** jack located on the side of the drum module.



MP3/CD PLAYER

1. Connect the audio output of an MP3/CD player or other audio source to the stereo **AUX IN** TRS jack on the rear panel.

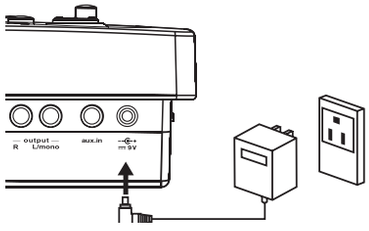
2. The input signal is mixed with the drum signal, allowing you to play along.



POWER SUPPLY

Make sure the power is switched **OFF**.
Connect the power adapter to the **DC IN** jack on the rear panel.

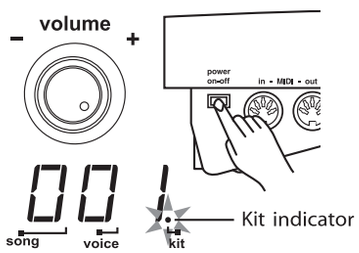
NOTE:
Make sure the power is switched **OFF** when connecting the drum module with external devices.



POWER SWITCH

After confirming that all connections have been completed, rotate the volume knob to the left (minimum volume level) before switching the power on.

Set the power switch to the "ON" position. The kit indicator will light up and the display will show kit number 001.



USING THE SD7K PADS

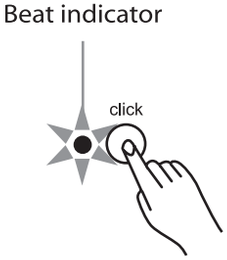
PLAYING THE PADS

- All the drum pads and cymbal pads use a single trigger sensor for the whole pad, except the dual-zone snare pad that uses one trigger for the head and another trigger for the rim.
- All the pads are velocity sensitive. Some voices can change sounds depending on the velocity level (striking force).
- The trigger area of the cymbal pads (ride, crash or hi-hat) is near the edge of the pad.
- Similar to an acoustic drum kit, the Hi-Hat sound varies depending on the position of the pedal (Hi-Hat Control):
    - Open Hi-Hat: Strike the hi-hat pad without pressing the pedal
    - Half Open Hi-Hat: Strike the hi-hat pad with the pedal pressed half-way
    - Closed Hi-Hat: Strike the hi-hat pad with the pedal pressed all the way down
    - Foot Close: Press the pedal all the way down
    - Splash: Step fully on the pedal and release it immediately

METRONOME

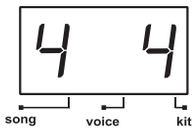
The SD7K includes a Metronome feature with two types of sounds: Click (Bell sound on the first beat, and click sound on the other beats) or Vocal Counting ("one", "two", "three", "four", ...).

Press the **[CLICK]** button to start the metronome with Click sound.
Press the **[CLICK]** button a second time to change the metronome to Vocal Counting.
Press the **[CLICK]** button again to stop the metronome.



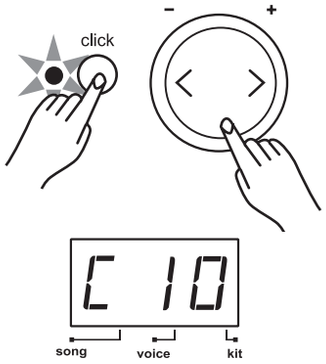
While the metronome is playing, the Beat indicator flashes at the current tempo.

While the metronome is playing, the LED shows the current time signature.
The time signature of the metronome can be changed using the **[+]** and **[-]** buttons.
There are five available options: 2/4, 3/4, 4/4, 5/4 and 6/8.
The SD7K returns to the previous display when the metronome is stopped.



Press the **[Tempo +]** or **[Tempo -]** buttons to change the tempo (30 ~ 280). The LED shows the current tempo and returns to the previous display after about 2 seconds if there is no operation of the Tempo **[+]** and **[-]** buttons.

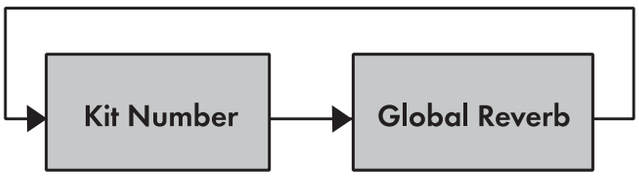
The volume of the metronome can be adjusted by holding down the **[CLICK]** button and pressing the **[+]** or **[-]** buttons. The LED shows "Cxx" (xx = metronome volume: 0 ~ 16), and returns to the previous display about 2 seconds after releasing the **[CLICK]** button. The metronome volume resets to its default value when turning off the SD7K.



KIT MODE

If the SD7K is not yet in KIT Mode, Press the **[KIT]** button to enter the Kit Mode. The Kit indicator will light up.

In the KIT Mode, you can select the Drum or Percussion Kit to play. You can also turn on or off the Reverb effect.

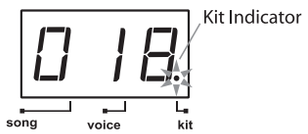


SELECTING A DRUM KIT

In the Kit Number page, the 3-digit LED shows the current kit number. Use the **[+]** and **[-]** buttons to select any kit (1 ~ 50, looped) as the current kit.

The SD7K includes 20 factory preset kits (1 ~ 20) and 30 User kits (21 ~ 50). (See Kit List on page 20.)

Note: In KIT mode, you can use the Pad Select buttons to play the voices associated with the pads of the currently selected kit.

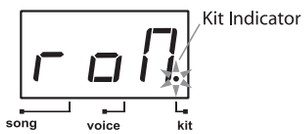


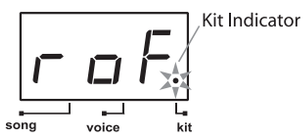
GLOBAL REVERB

When the SD7K is in the Kit Number page, press the **[KIT]** button again to access the Global Reverb page.

In the Global Reverb page, the LED shows the current Reverb status ("roN" for Reverb On or "roF" for Reverb Off).
It can be turned On or Off using the **[+]** or **[-]** buttons.

Press the **[KIT]** button again to return to the Kit Number page.

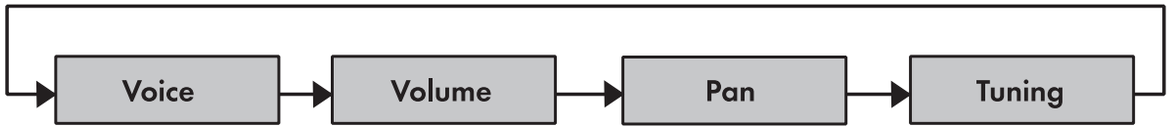




VOICE MODE

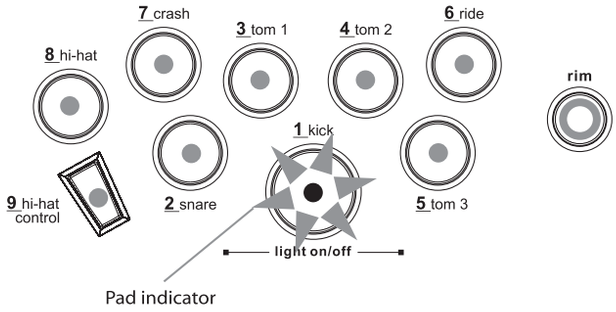
If the SD7K is not yet in VOICE Mode, press the **[VOICE]** button to enter the Voice Menu. The Voice indicator lights up. Now the **[VOICE]** button will page through the Voice Menu.

In the VOICE Mode, you can select the voice for each pad and adjust the level, pan and tuning of the pad.



The current pad to be edited can be selected either by pressing its Pad Select button, or by striking the pad itself. The Pad Select indicator lights up to show which pad is currently selected.

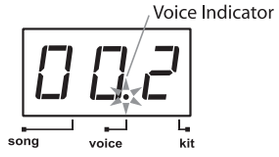
Note: While editing voice number, level, pan and tuning, you can also preview the result of the current settings by pressing the Pad Select button to play the edited voice.



SELECTING THE DRUM VOICE

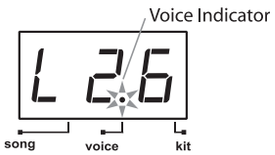
In the Voice Number page, the 3-digit LED shows the current voice number for the selected pad. Use the **[+]** and **[-]** buttons to select any voice (1 ~ 300, looped) for the current pad. The SD7K includes 300 voices sorted by category (Kick, Snare, Tom, Cymbal, Hi-Hat, Percussions). Each category includes a variety of acoustic, electric and effects voices. (See Voice List on pages 18-19.)

NOTE: The voices for the snare head and rim are set independently. When the snare pad is selected, press the Rim button to select the snare rim (or strike the rim of the snare pad). The voices for the hi-hat (Open, Half, Closed, Foot and Splash) are selected together as a single voice number (voices # 237 ~ 252) which will contain all the variations.



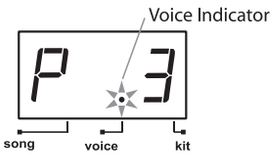
ADJUSTING PAD LEVEL

Press the **[VOICE]** button until the LED display shows "Lxx". (xx = Level value: 0 ~ 32)
Use the **[+]** and **[-]** buttons to adjust the level of the current pad.



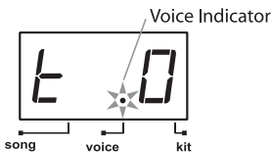
ADJUSTING PAD PAN

Press the **[VOICE]** button until the LED display shows "Pxx". (xx = Pan value: -8 ~ +8)
Use the **[+]** and **[-]** buttons to adjust the Pan of the current pad.



ADJUSTING PAD TUNING

Press the **[VOICE]** button until the LED display shows "txx". xx = Tuning value: -8 ~ +8)
Use the **[+]** and **[-]** buttons to adjust the tuning of the current pad.



SAVING USER KITS

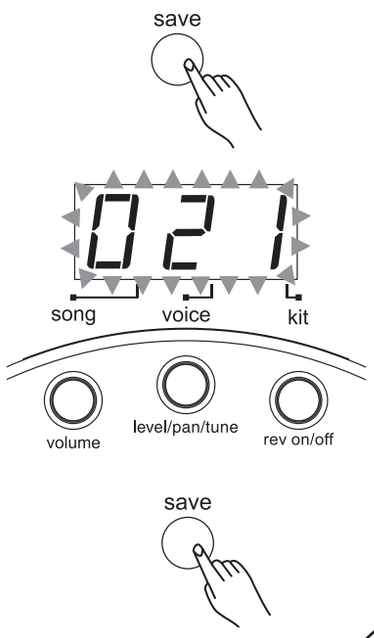
Make sure you save your customized kit; otherwise, your changes will be lost when you select another kit or turn off the SD7K.

Kits 001 ~ 020 are factory presets. Customized kits can be saved in User kits 021 ~ 050.

User kits store all the voice settings (voice number, level, pan and tuning) for all the pads.

To save your customized kit to one of the User kits:
1. Press the **[SAVE]** button. The kit number flashes on the LED.
2. Use the **[+]** or **[-]** buttons to set the User kit number (021 ~ 050). The kit number will still be flashing.
3. Press the **[SAVE]** button again. The kit number stops flashing and the SD7K returns to Kit Mode.

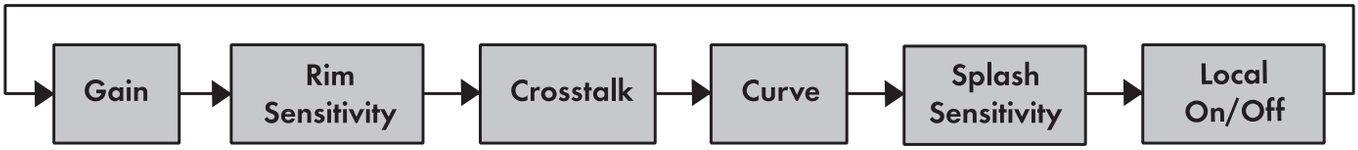
NOTE: To cancel the save operation while the LED is flashing, press the **[KIT]** or **[VOICE]** button.



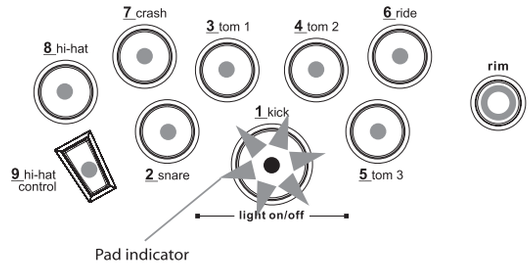
UTILITY MENU

Press the **[UTILITY]** button to enter the Utility Mode. Now the **[UTILITY]** button will page through the Utility menu.

In the UTILITY Mode, you can adjust the trigger parameters (gain, crosstalk, curve) for each pad, as well as the rim sensitivity of the snare pad and the splash sensitivity of the hi-hat control pedal. Those parameters are common to all kits.

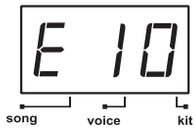


The current pad to be adjusted can be selected either by pressing its Pad Select button, or by striking the pad itself. The Pad Select indicator lights up to show which pad is currently selected.



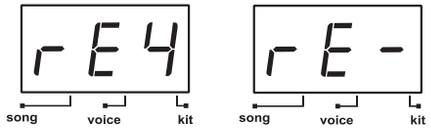
PAD SENSITIVITY (GAIN)

In the Trigger Gain page, the first digit of LED will display letter 'E', which is followed by the gain value (1~16, not looped). Greater gain will allow you to trigger a signal even if you strike a pad lightly.



RIM SENSITIVITY

In the Rim Sensitivity page, rim sensitivity of the dual trigger snare pad can be adjusted to balance the head-rim velocities. The lowest digit will show the rim sensitivity level (1~8) of current pad with letters 'rE' displayed on the first two digits of the LED. A bar will be shown instead of the sensitivity level if rim triggering is not supported by the currently selected pad (any other pad than the snare).

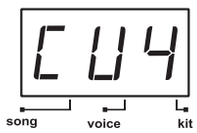


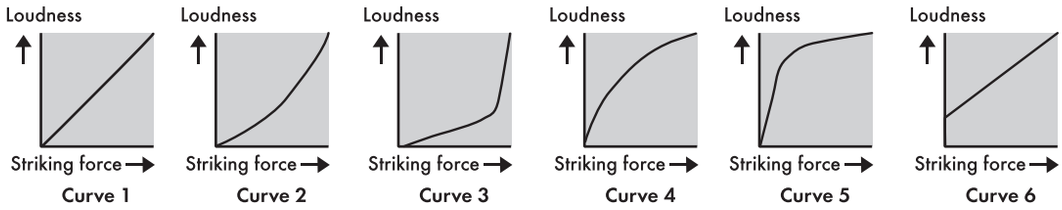
CROSSTALK

In the Trigger Crosstalk page, the last 2 digits will show the crosstalk value (1~16) of the current pad with a letter 'o' displayed on the first digit of the LED. Hitting one pad may trigger the sound from another pad unintentionally. This effect can be eliminated by setting this parameter to a higher value on the pad that is mistriggering.

CURVE

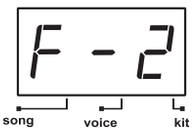
In the Velocity Curve page, the curve setting allows you to control the relationship between the velocity (striking force) and loudness (the dynamic curve). The last digit will show the curve number (1~6) of the current pad with letters 'CU' displayed on the first two digits of the LED.





SPLASH SENSITIVITY

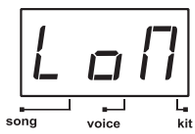
In the Splash Sensitivity page, this setting controls the sensitivity of the foot splash. The data is from -4 to 4 with 'F' displayed on the first digit of LED.

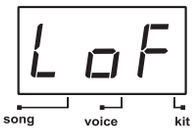


LOCAL MODE

In local control page, the LED shows the local control mode. Local ON is the default function mode ('LoN'). The internal link between pad triggers and sound generator will be broken when selecting Local OFF ('LoF'). For more details regarding the Local Mode, please see the MIDI /USB section of this manual.

NOTE: Local control mode always returns to Off when powering up the SD7K.





SAVING TRIGGER SETTINGS

After adjusting the trigger settings (gain, snare rim sensitivity, crosstalk, curve, splash sensitivity), you can save them into memory. While in the Utility mode, press the **[SAVE]** button to store all trigger settings.

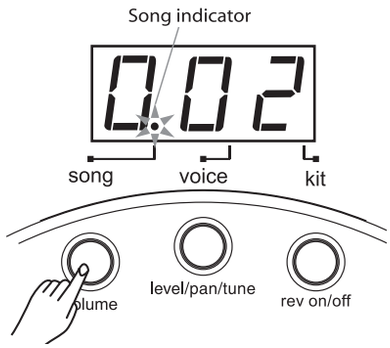
NOTE:
1. If you turn off the power without saving, you will lose the trigger setting changes you have just made.
2. These parameters affect all kits.

RESTORING THE FACTORY PRESET

Restoring the factory preset can be implemented by the following operation: Hold down both **TEMPO+** and **TEMPO-** when the SD7K is powered up. This function will replace the current settings of the following parameters by their default preset values:

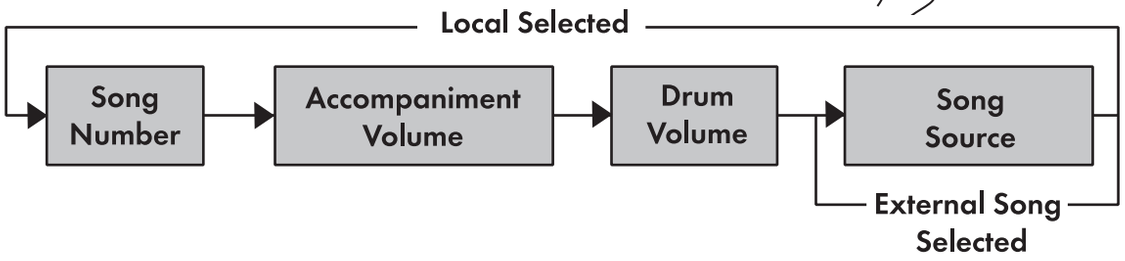
- All user kits (including volume, voice, pan, reverb, and tuning setting)
- Utility parameters (including gain, crosstalk, curve and splash sensitivity)

SONG MODE

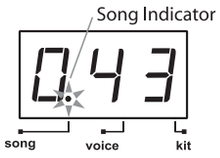


If the SD7K is not yet in SONG Mode, press the **[SONG]** button to enter the Song Menu. Now the **[SONG]** button will page through the Song Menu. The Song indicator lights up.

In the SONG Mode, you can select the song number, and adjust the volume of the song's accompaniment and drum part. In addition, you can select whether to use the internal songs or to control an external sequencer.



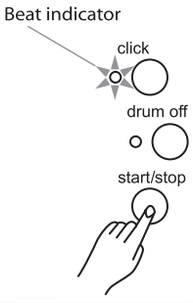
SELECTING A SONG



In Song Number page, the 3-digit LED shows the current song number.

Use the **[+]** and **[-]** buttons to select any song (1 ~ 50, looped) as the current Song. The SD7K includes 50 factory preset songs. (See Song List on page 20.)

LISTENING TO A SONG



Press the **[START/STOP]** button to start song playback. The beat indicator will flash at the song tempo. After count-in, the song will start playback from the beginning. The song will stop when it reaches the end. You can also stop the song during playback by pressing the **[START/STOP]** button again.

If the song number is switched while playing, the new song won't start until the end of the current bar.

During song playback in song menu, the Pad indicators will show which pads the drum track is triggering. This function can be disabled or enabled by pressing the **[KICK]** button while in song mode.

MUTING THE DRUM PART

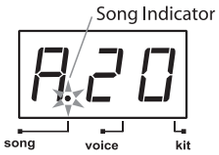
Press **[DRUM OFF]** to enable or disable the drum mute function.
When drum off is enabled, the DRUM OFF indicator will light up, and the drum track from the current playing song will be muted. In Song mode, the Pad indicators will still show the pads played by the drum track. This allows you to practice playing the drum part with the rest of the accompaniment.

To help you play together with the song, you can also enable the metronome function by pressing the **[CLICK]** button. (See Metronome function for details.)

ACCOMPANIMENT VOLUME

Press the **[SONG]** button until the LED display shows "Axx" (xx = accompaniment volume, 0 ~ 32).

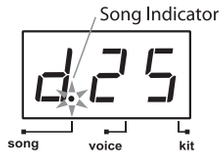
Use the **[+]** and **[-]** buttons to adjust the song's accompaniment volume (all instruments except the drum part). It will be restored to default value on the next power on.



DRUM VOLUME

Press the **[SONG]** button until the LED display shows "dxx" (xx = drums part volume, 0 ~ 32).

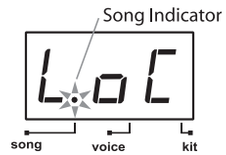
Use the **[+]** and **[-]** buttons to adjust the song's drum volume. It will be restored to default value on the next power on.



SONG SOURCE

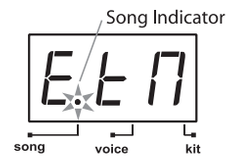
In song source selection page, the LED will show the current selected song source. There are two choices: "LoC" for local machine (50 internal songs, default setting) or "EtN" for controlling an external sequencer connected to the MIDI Out of the SD7K using MIDI Clock. See the MIDI section of the manual for details.

Use the **[+]** and **[-]** to select the song source. Song playing will stop immediately when switching song source.



When External is selected, press **[START/STOP]** to start or stop the external sequencer with corresponding MIDI real-time messages. The internal song will not playback.

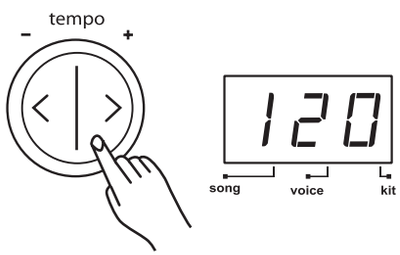
NOTE: If external sequencer is selected as current song source, the menu pages of song number, accompaniment volume and drum volume will be not selectable.



SONG TEMPO

Press the **[TEMPO+]** or **[TEMPO-]** buttons to display the current tempo.
Use **[TEMPO+]** and **[TEMPO-]** buttons to adjust the tempo.
Press both **[TEMPO+]** and **[TEMPO-]** buttons at the same time to reset the current tempo to its default value for the current song. (This function is not available when external song is selected.)

If there's no operation, SD7K will return to the previous menu page automatically after 2 seconds.



MIDI AND USB

MIDI stands for Musical Instrument Digital Interface. This is a world-wide standard communication interface that enables electronic musical instruments and computers (of all brands) to communicate with each other so that instructions and other data can pass between them. This exchange of information makes it possible to create a system of MIDI instruments and devices that offer far greater versatility and control than is available with isolated instruments. Whether you interface with computers, sequencers, expanders or other controllers, your musical horizons will be greatly enhanced.

MIDI CONNECTION

MIDI IN: This terminal receives MIDI data from an external MIDI device.
MIDI OUT: This terminal transmits data from this instrument to other MIDI devices.

USB CONNECTION

The USB connector allows you to connect the SD7K directly to your computer. It can be connected without driver installation under the Windows XP & MAC OSX environment. The SD7K will be recognized as "USB Audio device" to receive and transmit MIDI messages through a single USB cable. USB is used only for MIDI messages (MIDI via USB).

NOTE: When the USB is connected to a computer, all MIDI messages will be received and transmitted via USB.

LOCAL MODE

From a MIDI point of view, the SD7K is composed of two "devices":
- A controller transmitting data: the pads and hi-hat control pedal (via an internal trigger to MIDI converter)
- A sound generator receiving MIDI data (the sound module).

In normal operation (Local ON, default mode), those two devices are connected together internally, allowing the pads to play the voices from the sound module without any external connection. When setting Local mode to Local OFF mode in the Utility menu, this internal link is disconnected. The sound module receives MIDI messages via MIDI input only, not from the pads anymore. However, the pad trigger data is still sent to the MIDI Output, therefore looping externally the MIDI Out of the SD7K back to its MIDI In will enable the pads to play the voices from the sound module. Local OFF mode is intended to be used when both the MIDI input and output (or the USB port) of the SD7K are connected to a MIDI sequencer with Soft Thru function (which loops the MIDI data received from the MIDI output back to the MIDI input). This prevents doubling or flanging effect when playing the pads (caused by the sound generator receiving the same MIDI data both directly from the pads and back through the sequencer).

MIDI CHANNELS

The SD7K transmission channel is fixed to Channel 10 (Drums and Percussion channel). The SD7K will output MIDI codes generated by the triggers when hitting the pads or stepping on the Hi-hat control pedal (Program Change, Note On/Off, and Foot Control messages). Song playback data and metronome notes are not transmitted.

The MIDI system in the SD7K has 16 reception channels numbered from 1-16. Each of the channels is responsible for a voice. When the instrument receives MIDI information from an external device, the active channel is determined by the control message. Channel 10 is reserved for the Drums. Channels 9 and 16 can be used for additional Percussion sounds. (See Percussion Set list pages 22-23.) All other channels (1-8, 11-15) can be used to access the 128 General MIDI instruments and sounds included in the sound module (GM standard). These are the same instruments that are used to create the accompaniment for the internal Song player.

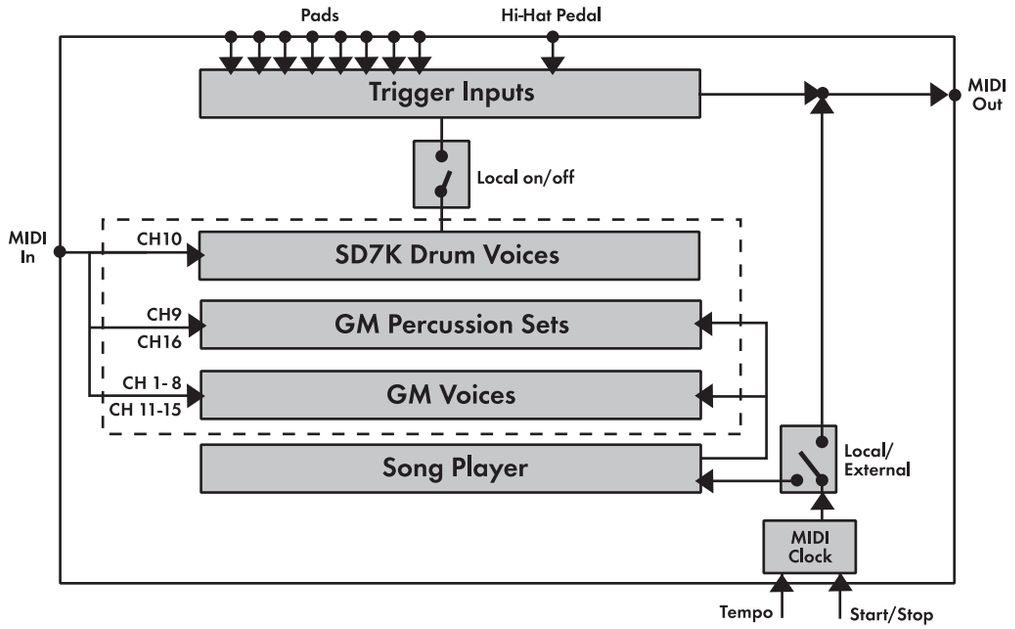
Using the SD7K as a General MIDI sound module
Connecting an external keyboard or sequencer to the MIDI Input allows you to use the SD7K as a multi-timbral sound module to play various instrument parts in addition to your drums (for instance, Piano on Channel 1, Bass on Channel 2, Strings on Channel 3, etc). The voices on each MIDI channel are selected using MIDI Program Change messages. (See the General MIDI Voice list page 21.)
NOTE: For more information on received MIDI messages, see the MIDI implementation chart.

Using the SD7K to control a sequencer
In Song mode, the song source can be set to External, allowing the SD7K to control the playback of an external sequencer. MIDI clock (0xF8) is sent out automatically at the current tempo, and Start and Stop Real-Time Commands (0xFA, 0xFC) will be sent when pressing the Start/Stop button.
1. Connect the MIDI Out of the SD7K to the MIDI In of your sequencer. If you are using a software sequencer on a computer, you can simply connect the USB port of the SD7K to a USB port of your computer using a single USB A-B cable.
2. Setup your sequencer to respond to MIDI Clock Sync.
3. Press the Start/Stop button to start the sequence from the top.
4. Press the Start/Stop button again to stop the sequence

NOTE: You can adjust the tempo of your sequencer using the Tempo buttons on the SD7K.

Using a sequencer to record your SD7K drum performance
Using the MIDI IN/OUT or USB connections with a MIDI sequencer allows you to record your performance on the SD7K pads and play it back with the same voices.
1. Connect the MIDI Out of the SD7K to the MIDI In of your sequencer, and the MIDI Out of your sequencer to the MIDI In of the SD7K. If you are using a software sequencer on a computer, you can simply connect the USB port of the SD7K to a USB port of your computer using a single USB A-B cable.
2. Setup the active track of your sequencer on Channel 10.
3. Activate RECORD on your sequencer.
4. Play the pads of your SD7K.
5. Stop recording.
6. Locate your sequencer to the start of the recording.
7. Playback the recorded sequence.
8. The SD7K will play the same voices that were used during recording.

NOTES:
1. To maintain the same voice parameters (level, pan, tuning), you should select the same Kit for playback as the Kit that was active when recording.
2. To capture and correctly reproduce the timing of your performance, make sure that the Quantize function of your sequencer is turned off.
3. If your sequencer has a Soft-Thru feature, you should set the SD7K to "Local Off" mode in the Utility menu. If your sequencer does not have a Soft-Thru feature, you should leave the SD7K in its "Local On" default mode.



VOICE LIST

#	Name
	Acoustic Bass Drum
1	Standard Acoustic Kick 1
2	Standard Acoustic Kick 2
3	Rock Acoustic Kick 1
4	Rock Acoustic Kick 2
5	Jazz Acoustic Kick 1
6	Jazz Acoustic Kick 2
7	26″ Large Acoustic Kick
8	20″ Funk Acoustic Kick
9	20″ Hip Hop Acoustic Kick
10	20″ Tight Acoustic Kick
11	24″ Loose Acoustic Kick
12	20″ Small Acoustic Kick
13	22″ 1971Kick
14	20″ Deep Kick
15	‘90’s Kick
16	Metal Kick
17	Orchestra Bass Drum
18	Bass Drum Roll
	Electronic Bass Drum
19	House Kick 1
20	House Kick 2
21	House Kick 3
22	TR808 Kick
23	TR909 Kick
24	Space Kick
25	Filter Kick
26	Reverse Kick
27	Techno Kick
28	Voice Kick
29	Low Fi Kick
30	Junkyard Kick
31	Disco Kick
32	Industrial Kick
33	Cartoon Kick
34	Simmons Kick 1
35	Simmons Kick 2
36	Simmons Kick 3
37	Simmons Kick 4

#	Name
	Acoustic Snare Drum
38	Snare Edge w/Rim
39	Standard Snare
40	Snare Cross Stick
41	12″ Snare
42	Rock Snare 1
43	Rock Snare 1 Edge
44	Rock Snare 2
45	Small Room Snare
46	Large Room Snare
47	Jazz Snare 1
48	Jazz Snare Brush Edge
49	Jazz Snare Brush
50	Jazz Snare 2
51	Jazz Piccolo Snare
52	Big Band Snare
53	Deep Fusion Snare
54	Effect Snare 1
55	Effect Snare 2
56	Hip Hop Snare
57	‘60’s Snare Edge
58	‘60’s Snare
59	506 Snare
60	506 Snare 2
61	506 Low Snare
62	506 Low Snare 2
63	‘69 Snare
64	Pong Snare
65	Filter Snare
66	Wood Snare 1
67	Wood Snare 2
68	Deep Maple Snare
69	Studio Snare
70	Distant Power Snare
71	Crackless Snare
72	Gunshot Snare 1
73	Gunshot Snare 2
74	Metal Snare
75	Brush Swirl Snare
76	Brush Strike Snare
77	Brush Edge Snare
78	Light Brush Snare
79	Light Long Brush Snare

#	Name
	Electronic Snare Drum
80	House Snare
81	House Clap
82	House Effect Snare
83	Techno Snare
84	Dance Beat snare
85	Staccato Snare
86	TR808 Snare
87	TR909 Snare
88	Electric Snare
89	Reverse Snare
90	Junkyard Snare
91	Junkyard EFX
92	Noise Snare
93	Jing Snare
94	Guak Snare
95	Voice 1
96	Voice 2
97	Cartoon Punch
98	Simmons Snare 1
99	Simmons Snare 2
100	Simmons Snare 3
101	Simmons Snare 4
102	Simmons Clap

#	Name
	Acoustic Tom
103	Open Tom 1
104	Open Tom 2
105	Open Tom 3
106	Open Tom 4
107	Open Tom 5
108	Rock Tom 1
109	Rock Tom 2
110	Rock Tom 3
111	Rock Tom 4
112	Big Tom 1
113	Big Tom 2
114	Big Tom 3
115	Big Tom 4
116	Big Tom 5
117	Power Tom 1
118	Power Tom 2
119	Power Tom 3
120	Power Tom 4
121	Funk Tom 1
122	Funk Tom 2
123	Funk Tom 3
124	Fusion Tom 1
125	Fusion Tom 2
126	Fusion Tom 3
127	‘69 Tom 1
128	‘69 Tom 2
129	‘69 Tom 3
130	‘71 Tom 1
131	‘71 Tom 2
132	‘71 Tom 3
133	Vintage Tom 1
134	Vintage Tom 2
135	Vintage Tom 3
136	Hip Hop Tom 1
137	Hip Hop Tom 2
138	Hip Hop Tom 3
139	Hip Hop Tom 4
140	Hip Hop Tom 5
141	Hip Hop Tom 6
142	Brush Tom 1
143	Brush Tom 2
144	Brush Tom 3
145	Brush Tom 4

SIMMONS

VOICE LIST CONT...

#	Name
	Electric Tom
146	TR808 Tom 1
147	TR808 Tom 2
148	TR808 Tom 3
149	TR808 Tom 4
150	TR808 Tom 5
151	TR808 Tom 6
152	Electric 1 Tom 1
153	Electric 1 Tom 2
154	Electric 1 Tom 3
155	Electric 1 Tom 4
156	Electric 2 Tom 1
157	Electric 2 Tom 2
158	Electric 2 Tom 3
159	Electric 2 Tom 4
160	Electric 3 Tom 1
161	Electric 3 Tom 2
162	Electric 3 Tom 3
163	TR909 Tom 1
164	TR909 Tom 2
165	TR909 Tom 3
166	Spike Jr
167	Spike
168	Look At Da Birdie
169	Junkyard 1
170	Junkyard 2
171	Junkyard 3
172	Noise Tom 1
173	Noise Tom 2
174	Noise Tom 3
175	Voice Tom 1
176	Voice Tom 2
177	Voice Tom 3
178	Submarine Tom 1
179	Submarine Tom 2
180	Submarine Tom 3
181	Simmons V1 Tom 1
182	Simmons V1 Tom 2
183	Simmons V1 Tom 3
184	Simmons V2 Tom 1
185	Simmons V2 Tom 2
186	Simmons V2 Tom 3
187	Simmons V3 Tom 1
188	Simmons V3 Tom 2
189	Simmons V3 Tom 3
190	Simmons V4 Tom 1
191	Simmons V4 Tom 2
192	Simmons V4 Tom 3
193	Simmons Bend Tom

#	Name
	Cymbal
194	Standard 20" Ride
195	Standard 22" Ride
196	Standard Ride Bell
197	Rock Ride
198	Ride Edge
199	Rock Bell
200	Dry Ride
201	Dry Ride Bell
202	Rivet Ride
203	Vintage Ride
204	'60's Ride
205	Clean Pop Ride
206	Pop Ride Edge
207	Light Flat Ride
208	Flat Ride
209	Junkyard Break
210	Junkyard Metal
211	Junkyard Spring
212	Industrial Short
213	Industrial Long
214	Glass China
215	Standard Crash
216	China 1
217	Splash
218	Crystal Crash
219	China 2
220	China Low
221	Orchestra Hit
222	Orchestra Cymbals
223	Gong 1
224	Gong 2
225	Water Gong
226	Reverse Cymbal
227	TR808 Cymbal 1
228	TR808 Cymbal 2
229	TR808 Cymbal 3
230	TR909 Cymbal 1
231	Junkyard Cymbal 1
232	Junkyard Cymbal 2
233	Cymbal Effect 1
234	Cymbal Effect 2
235	Laser Ray
236	Drive By

#	Name
	Hi-Hat
237	Standard Hats 1
238	Standard Hats 2
239	Quick Hats
240	Rock Hats
241	Pop Hats
242	Brush Hats
243	'60's Hats
244	Mini Hats
245	House Hats
246	TR808 Hats
247	TR909 Hats
248	Cartoon Hats
249	Voice Hats
250	Junkyard Hats
251	Noise Hats
252	Bass Hats

#	Name
	Percussion
253	Metronome Bell
254	Metronome Click
255	Scratch
256	Scratch Push
257	DJ EFX
258	HiQ Zap
259	Ding Bell
260	Finger Snaps
261	Standard Clap
262	Tambourine
263	Vibraslap
264	Agogo Low
265	Agogo High
266	Bell Tree
267	Bongo High
268	Bongo Low
269	Shaker
270	Conga Slap Low
271	Conga Slap High
272	Elect Conga Low
273	Open Conga
274	Conga Slap
275	Cowbell
276	Timbale Hi
277	Timbale Low
278	Timpani High
279	Timpani Low
280	Open Tabla High
281	Open Tabla Low
282	Slap Tabla
283	Mute Tabla slap
284	Cabasa
285	Maracas
286	Short Whistle
287	Guiro Short
288	Guiro Long
289	Claves
290	Woodblock
291	Cuica Muted
292	Cuica Open
293	Triangle Muted
294	Triangle Open
295	Sleigh Bells
296	Wind Chimes
297	Castanets
298	Surdo Muted
299	Surdo Open
300	Lotus Drum

DRUM KIT LIST

#	Preset Kit
	Factory Preset Kits
1	Rock
2	Standard 1
3	Room
4	Standard 2
5	Hip-hop
6	Electronic
7	808
8	House
9	Fusion
10	Brush

#	Preset Kit
	Factory Preset Kits
11	'60's
12	Simmons 1
13	Simmons 2
14	Funk
15	Jazz Latin
16	Percussions
17	Metal
18	Orchestral
19	Studio
20	Junkyard

#	Preset Kit
	User Programmable Kits
21	User 1 - '70's
22	User 2 - Latin Percussion
23	User 3 - Tablas
24	User 4 - DJ EFX
25	User 5 - 909
26	User 6 - Industry
27	User 7 - Cartoon
28	User 8 - Voice
29	User 9 - Simmons 3
30	User 10 - Simmons 4

#	Preset Kit
	User Programmable Kits
31	(User 11 - Rock)
32	(User 12 - Standard 1)
33	(User 13 - Room)
34	(User 14 - Standard 2)
35	(User 15 - Hip-Hop)
36	(User 16 - Electronic)
37	(User 17 - 808)
38	(User 18 - House)
39	(User 19 - Fusion)
40	(User 20 - Brush)
41	(User 21 - 60's)
42	(User 22 - Simmons 1)
43	(User 23 - Simmons 2)
44	(User 24 - Funk)
45	(User 25 - Jazz Latin)
46	(User 26 - Percussions)
47	(User 27 - Metal)
48	(User 28 - Orchestral)
49	(User 29 - Studio)
50	(User 30 - Junkyard)

SONG LIST

#	Name
1	Funk 1
2	Fusion 1
3	Latin Jazz
4	Dance
5	Big Band
6	Slow Fusion
7	Samba
8	Modern Jazz
9	Country
10	Reggae
11	Salsa
12	Bluegrass
13	Mambo
14	Beguine

#	Name
15	Drum 'n Bass
16	Jazz
17	Bossa
18	Pop
19	Rock 'n Roll 1
20	House
21	Hip Hop
22	6/8 Ballad
23	Ballad 1
24	Boogie
25	Punk
26	Rock 'n Roll 2
27	Metal
28	16 Beat

#	Name
29	Rhumba
30	Shuffle
31	Swing
32	Blues 1
33	Blues 2
34	Fusion2
35	Funk 2
36	Acid Fusion
37	Folk Pop
38	Latin
39	Ballad 2
40	Disco
41	8 Beat
42	Funk 3

#	Name
43	Slow Rock
44	R&B 1
45	R&B 2
46	6/8 R&B
47	Pop Rock
48	Hard Rock
49	Pop Ballad
50	New Age

GENERAL MIDI VOICE LIST

PIANO
001 Acoustic Grand Piano
002 Bright Acoustic Piano
003 Electric Grand Piano
004 Honky-Tonk Piano
005 Electric Piano 1
006 Electric Piano 2
007 Harpsichord
008 Clavichord

CHROMATIC PERCUSSION
009 Celesta
010 Glockenspiel
011 Music box
012 Vibraphone
013 Marimba
014 Xylophone
015 Tubular Bells
016 Dulcimer

ORGAN
017 Drawbar Organ
018 Percussive Organ
019 Rock Organ
020 Church Organ
021 Reed Organ
022 Accordion
023 Harmonica
024 Tango Accordion

GUITAR
025 Acoustic Nylon Guitar
026 Acoustic Steel Guitar
027 Electric Jazz Guitar
028 Electric Clean Guitar
029 Electic Muted Guitar
030 Overdriven Guitar
031 Distortion Guitar
032 Guitar Harmonics

BASS
033 Acoustic Bass
034 Electric Bass (finger)
035 Electric Bass (pick)
036 Fretless Bass
037 Slap Bass 1
038 Slap Bass 2
039 Synth Bass 1
040 Synth Bass 2

STRINGS
041 Violin
042 Viola
043 Cello
044 Contrabass
045 Tremolo Strings
046 Pizzicato Strings
047 Orchestral Harp
048 Timpani

ENSEMBLE
049 String Ensemble 1
050 String Ensemble 2
051 Synth Strings 1
052 Synth Strings 2
053 Choir "Aahs"
054 Voice "Oohs"
055 Synth Voice
056 Orchestra Hit

BRASS
057 Trumpet
058 Trombone
059 Tuba
060 Muted Trumpet
061 French Horn
062 Brass Section
063 Synth Brass 1
064 Synth Brass 2

REED
065 Soprano Sax
066 Alto Sax
067 Tenor Sax
068 Baritone Sax
069 Oboe
070 English Horn
071 Bassoon
072 Clarinet

PIPE
073 Piccolo
074 Flute
075 Recorder
076 Pan Flute
077 Bottle Blow
078 Shakuhachi
079 Whistle
080 Ocarina

SYNTH LEAD
081 Lead 1 (square)
082 Lead 2 (sawtooth)
083 Lead 3 (caliope lead)
084 Lead 4 (chiff lead)
085 Lead 5 (charang)
086 Lead 6 (voice)
087 Lead 7 (fifths)
088 Lead 8 (bass + lead)

SYNTH PAD
089 Pad 1 (new age)
090 Pad 2 (warm)
091 Pad 3 (polysynth)
092 Pad 4 (choir)
093 Pad 5 (bowed)
094 Pad 6 (metallic)
095 Pad 7 (halo)
096 Pad 8 (sweep)

SYNTH EFFECT
097 FX 1 (rain)
098 FX 2 (soundtrack)
099 FX 3 (crystal)
100 FX 4 (atmosphere)
101 FX 5 (brightness)
102 FX 6 (goblins)
103 FX 7 (echoes)
104 FX 8 (sci-fi)

ETHNIC
105 Sitar
106 Banjo
107 Shamisen
108 Koto
109 Kalimba
110 Bagpipe
111 Fiddle
112 Shanai

PERCUSSIVE
113 Tinkle Bell
114 Agogo
115 Steel Drums
116 Woodblock
117 Taiko Drum
118 Melodic Tom
119 Synth Drum
120 Reverse Cymbal

SOUND EFFECT
121 Guitar Fret Noise
122 Breath Noise
123 Seashore
124 Bird Tweet
125 Telephone Ring
126 Helicopter
127 Applause
128 Gunshot

PERCUSSION SET LIST

#	Key	Standard	Room	Rock	Electronic
Ch 10 PC Ch 9,16 PC		1 1,5	2 9	3 17,18	4 25
27	D#1	High Q	←	←	←
28	E 1	Slap	←	←	←
29	F 1	Scratch Push	←	←	←
30	F#1	Scratch Pull	←	←	←
31	G 1	Sticks	←	←	←
32	G#1	Square Click	←	←	←
33	A 1	Metronome Click	←	←	←
34	A#1	Metronome Bell	←	←	←
35	B 1	Acoustic Bass Drum	Bass Drum 2	Acoustic Bass Drum 2	Acoustic Bass Drum
36	C 2	Bass Drum 1	Rock Kick Drum	Rock Kick Drum	El Kick Drum
37	C#2	Side Stick	←	←	←
38	D 2	Acoustic Snare	Snare Drum 2	Acoustic Snare 2	Hard Snare Drum
39	D#2	Hand Clap	←	←	←
40	E 2	Hard Snare Drum	Hard Snare Drum	Acoustic Snare 3	Electric Snare
41	F 2	Low Floor Tom	Room Low Tom 2	Rock Low Tom 2	El Low Tom 2
42	F#2	Closed Hi-Hat	Closed Hi-Hat 2	Closed Hi-Hat 2	Closed Hi-Hat 3
43	G 2	High Floor Tom	Room Low Tom 1	Rock Low Tom 1	El Low Tom 1
44	G#2	Pedal Hi-Hat	Pedal Hi-Hat 2	Pedal Hi-Hat 2	Pedal Hi-Hat 3
45	A 2	Low Tom	Room Mid Tom 2	Rock Mid Tom 2	El Mid Tom 2
46	A#2	Open Hi-Hat	Open Hi-Hat 2	Open Hi-Hat 2	Open Hi-Hat 3
47	B 2	Low-Mid Tom	Room Mid Tom 1	Rock Mid Tom 1	El Mid Tom 1
48	C 3	Hi-Mid Tom	Room Hi Tom 2	Rock Hi Tom 2	El Hi Tom 2
49	C#3	Crash Cymbal 1	←	←	←
50	D 3	High Tom	Room Hi Tom 1	Rock Hi Tom 1	El Hi Tom 1
51	D#3	Ride Cymbal 1	Ride Cymbal 2	Ride Cymbal 2	←
52	E 3	Chinese Cymbal	Chinese Cymbal 2	Chinese Cymbal 2	←
53	F 3	Ride Bell	Ride Bell 2	Ride Bell 2	←
54	F#3	Tambourine	←	←	←
55	G 3	Splash Cymbal	Splash Cymbal 2	Splash Cymbal 2	←
56	G#3	Cowbell	Cowbell 2	Cowbell 2	←
57	A 3	Crash Cymbal 2	←	←	←
58	A#3	Vibraslap	←	←	←
59	B 3	Ride Cymbal 2	←	←	←
60	C 4	Hi Bongo	←	←	←
61	C#4	Low Bongo	←	←	←
62	D 4	Mute Hi Conga	←	←	←
63	D#4	Open Hi Conga	←	←	←
64	E 4	Low Conga	←	←	←
65	F 4	High Timbale	←	←	←
66	F#4	Low Timbale	←	←	←
67	G 4	High Agogo	←	←	←
68	G#4	Low Agogo	←	←	←
69	A 4	Cabasa	←	←	←
70	A#4	Maracas	←	←	←
71	B 4	Short Whistle	←	←	←
72	C 5	Long Whistle	←	←	←
73	C#5	Short Guiro	←	←	←
74	D 5	Long Guiro	←	←	←
75	D#5	Claves	←	←	←
76	E 5	Hi Wood Block	←	←	←
77	F 5	Low Wood Block	←	←	←
78	F#5	Mute Cuica	←	←	←
79	G 5	Open Cuica	←	←	←
80	G#5	Mute Triangle	←	←	←
81	A 5	Open Triangle	←	←	←
82	A#5	Shaker	←	←	←
83	B 5	Jingle Bell	←	←	←
84	C 6	Belltree	←	←	←
85	C#6	Castanets	←	←	←
86	D 6	Mute Surdo	←	←	←
87	D#6	Open Surdo	←	←	←

PERCUSSION SET LIST CONT...

#	Key	808	Jazz	Brush	Orchestra	Effects
Ch 10 PC		5	6	7	8	N/A
Ch 9,16 PC		26	33	41	49	57
27	D#1	←	←	←	Closed Hi-Hat 2	Buzz
28	E 1	←	←	←	Pedal Hi-Hat	Gong
29	F 1	←	←	←	Open Hi-Hat 2	Scratch FX1
30	F#1	←	←	←	Ride Cymbal 1	Scratch FX2
31	G 1	←	←	←	←	Scratch FX3
32	G#1	←	←	←	←	Scratch FX4
33	A 1	←	←	←	←	Gtr.Cut Noise
34	A#1	←	←	←	←	Gtr.Cut Noise 2 (up)
35	B 1	Acoustic Bass Drum 2	Jazz Kick 2	Jazz Kick 2	Concert BD 2	Muted Dist.Gtr. 1
36	C 2	808 Kick Drum	Jazz Kick 1	Jazz Kick 1	Concert BD 1	Muted Dist.Gtr. 2
37	C#2	←	←	←	←	Dist.Gtr. Slide 1
38	D 2	808 Snare Drum	Jazz Snare Drum	Jazz Snare Drum	Concert SD	Dist.Gtr. Slide 2
39	D#2	←	←	Hand Clap	Castanets	High Q
40	E 2	Hard Snare Drum	Hard Snare Drum	Brush Slap	Concert SD	Slap
41	F 2	808 Low Tom 2	Jazz Low Tom 2	Brush Low Tom 2	Timpani F	Scratch Push
42	F#2	808 Closed Hi-Hat	Closed Hi-Hat 2	←	Timpani F#	Scratch Pull
43	G 2	808 Low Tom 1	Jazz Low Tom 1	Brush Low Tom 1	Timpani G	Sticks
44	G#2	808 Pedal Hi-Hat	Pedal Hi-Hat 2	←	Timpani G#	Square Click
45	A 2	808 Mid Tom 2	Jazz Mid Tom 2	Brush Mid Tom 2	Timpani A	Metronome Click
46	A#2	808 Open Hi-Hat	Open Hi-Hat 2	←	Timpani A#	Metronome Bell
47	B 2	808 Mid Tom 1	Jazz Mid Tom 1	Brush Mid Tom 1	Timpani B	Guitar Slide
48	C 3	808 Hi Tom 2	Jazz Hi Tom 2	Brush Hi Tom 2	Timpani C	Gtr.Cut Noise1(down)
49	C#3	808 Cymbal	←	←	Timpani C#	Gtr.Cut Noise 2 (up)
50	D 3	808 Hi Tom 1	Jazz Tom 1	Brush Hi Tom 1	Timpani D	Gtr.Cut Noise 3
51	D#3	←	←	←	Timpani D#	Key Click
52	E 3	←	←	←	Timpani E	Laugh
53	F 3	←	←	Rivet Ride	Timpani F	Scream
54	F#3	←	←	←	←	Punch
55	G 3	←	Splash Cymbal 3	Splash Cymbal 3	←	Heart Beat
56	G#3	←	←	←	←	Footstep1
57	A 3	←	←	←	Concert Cymbal 2	Footstep2
58	A#3	←	←	←	←	Applause
59	B 3	←	←	←	Concert Cymbal 1	Door Creak
60	C 4	←	←	←	←	Door Slam
61	C#4	←	←	←	←	Scratch
62	D 4	808 Mute Hi Conga	←	←	←	Wind Chine
63	D#4	808 Open Hi Conga	←	←	←	Car Engine start
64	E 4	808 Low Conga	←	←	←	Car Break
65	F 4	←	←	←	←	Car Pass By
66	F#4	←	←	←	←	Gun Shot
67	G 4	←	←	←	←	Crickets
68	G#4	←	←	←	←	Train
69	A 4	←	←	←	←	Noise
70	A#4	808 Maracas	←	←	←	Helicopter
71	B 4	←	←	←	←	Industrial Noise
72	C 5	←	←	←	←	Gun Shot
73	C#5	←	←	←	←	Machine Gun
74	D 5	←	←	←	←	Laser Gun
75	D#5	808 Claves	←	←	←	Explosion
76	E 5	←	←	←	←	Dog Bark
77	F 5	←	←	←	←	Horse Gallop
78	F#5	←	←	←	←	Birds Chirping
79	G 5	←	←	←	←	Rain
80	G#5	←	←	←	←	Thunder
81	A 5	←	←	←	←	Wind
82	A#5	←	←	←	←	Sea Shore
83	B 5	←	←	←	←	Stream
84	C 6	←	←	←	←	Bubbles
85	C#6	←	←	←	←	Cat
86	D 6	←	←	←	←	Bird
87	D#6	←	←	←	←	Dog

MIDI IMPLEMENTATION CHART

	Function	Transmitted	Recognized	Remarks
Basic	Default	10 ch	1–16	
Channel	Changed	X	X	
	Default	X	X	
Mode	Messages	X	X	
	Altered	**********	**********	
Note		0–127	0–127	
Number:	True voice	**********	0–127	
Velocity	Note on	0 (99H, V=1–127)	0 (9nH,V=1-127)	
	Note off	0 (99H,V=0)	0 (8nH or 9nH,V=0)	
After	Key's	X	X	
Touch	Channel's	X	X	
Pitch Bend		X	0	
Control	0	X	0	Bank Select
Change	1	X	0	Modulation
	4	0	0	Foot Controller
	5	X	0	Portamento Time
	6	X	0	Data Entry
	7	X	0	Volume
	10	X	0	Pan
	11	X	0	Expression
	64	X	0	Sustain Pedal
	65	X	0	Portamento ON/OFF
	66	X	0	Sostenuto Pedal
	67	X	0	Soft Pedal
	80	X	0	Reverb Program
	81	X	0	Chorus Program
	91	X	0	Reverb Level
	93	X	0	Chorus Level
	100, 101	X	0	RPN LSB, MSB*
	120	X	0	All Sound OFF
	121	X	0	Reset All Controller
	123	X	0	All Notes OFF
Program Change		0	0	
System	Exclusive	X	0	
System	: Song Position	X	X	
Common	: Song Select	X	X	
	: Tune	X	X	
System	: Clock	0	X	
Real Time	: Commands	0	X	START and STOP only
Aux	: Local ON/OFF	X	X	
	: All Notes OFF	X	X	
Messages	: Active Sense	0	X	
	: Reset	X	X	

0: YES
X: NO

* Valid RPN # 0,1,2

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